

	Steward	You start knowing 1 good player.
	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	General	Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.
	Village Idiot	Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]
	Snake Charmer	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	Fortune Teller	Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
	Oracle	Each night*, you learn how many dead players are evil.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Philosopher	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	Farmer	When you die at night, an alive good player becomes a Farmer.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	Poppy Grower	Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDERS

	Ogre	On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.
	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Recluse	You might register as evil & as a Minion or Demon, even if dead.

MINIONS

	Godfather	You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Marionette	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]
	Summoner	You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]
	Vizier	All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

DEMONS

	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Fang Gu	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]
	Leech	Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

-  Dusk
-  Philosopher
-  Poppy Grower
-  Minion info
-  Lunatic
-  Summoner
-  Demon info
-  Marionette
-  Leech
-  Poisoner
-  Snake Charmer
-  Godfather
-  Pixie
-  Librarian
-  Fortune Teller
-  Steward
-  Village Idiot
-  Ogre
-  General
-  Dawn
-  Vizier

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FIZZY VIZZY



JINXES

  If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.

  When the Poppy Grower dies, the Demon learns the Marionette but the Marionette learns nothing.

  If the Poppy Grower is alive when the Summoner acts, the Summoner chooses which Demon, but the Storyteller chooses which player.

  The Marionette neighbors the Summoner. The Summoner knows who the Marionette is.



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- Dawn 
- General 
- Village Idiot 
- Oracle 
- Fortune Teller 
- Ravenkeeper 
- Farmer 
- Godfather 
- Leech 
- Fang Gu 
- Imp 
- Lunatic 
- Summoner 
- Snake Charmer 
- Poisoner 
- Poppy Grower 
- Philosopher 
- Dusk 

RECOMMENDED



TRAVELLERS

None available

FABLED

None available